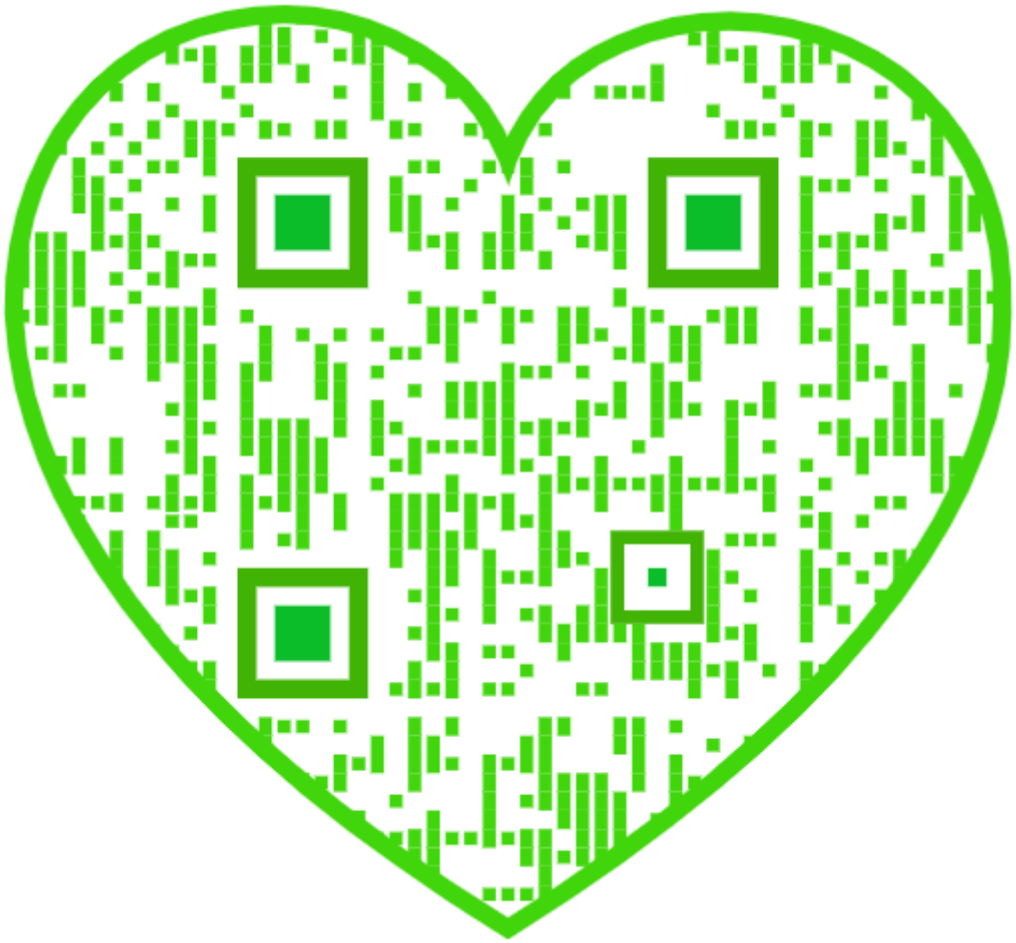

THE

GAME OF WHIST,

LONG AND SHORT.

FRONTISPIECE.

" Yourselves so merry, and your foes so glum."

Joys of Whist-Playing, canto 50th.

57

M. 1829.

AN EPITOME

OF THE

GAME OF WHIST,

LONG AND SHORT;

CONSISTING OF

AN INTRODUCTION TO THE MODE OF PLAYING AND SCORING;

THE LAWS OF THE GAME

ESSENTIALLY REFORMED;

AND

MAXIMS FOR PLAYING,

ARRANGED ON A NEW AND SIMPLE PLAN, CALCULATED TO GIVE RAPID PROFICIENCY TO A PLAYER OF THE DULLEST PERCEPTION AND WORST MEMORY:

WITH

DEFINITIONS OF THE TERMS USED, AND A TABLE OF ODDS.

By E. M. Arnaud.

EDINBURGH:

PUBLISHED BY

OLIVER & BOYD, TWEEDDALE-COURT;

AND

SIMPKIN & MARSHALL, LONDON.

1829.

6.

BIBLIOTHECA · BODLEIANA

TO

THE LOVERS OF WHIST,

THIS EPITOME OF THE GAME

IS INSCRIBED,

BY THEIR BROTHER,

THE AUTHOR.

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PREFACE.

THE following little Work makes no great pretension to originality of doctrine,—there was not room for much. Its claims are those of propriety and novelty of arrangement, clearness of diction, brevity, and completeness.

The matter contained in other treatises on the subject, even when good in itself, which is not always the case, is uniformly presented in such a confused and undigested state as to prevent its being generally useful;—nothing being more common than, after hunting through a work for authority to settle a contested point, or determine a bet, to see the book thrown aside at last in despair or disgust, and the dispute left undecided;

—while the following few pages, on the contrary, from their peculiarity and nicety of arrangement, will be found to form a complete *dictionary*, not only of the laws of the game, but also of the maxims for playing it.

In the Maxims, what was thought good in former writers has been adopted, what was notoriously bad rejected, and all that is considered doubtful will be found discussed in notes; where also are given the reasons for playing in the manner directed in the text when the same is not self-evident.

The Laws, as laid down by former writers, have been revised and re-written, and some alterations which seemed to be necessary suggested in them.

The Introduction and Definitions also, as well as the Laws and Maxims, are more complete than any hitherto given, more compact, more clear, and, it is thought, more correct.

One hears a deal of talk as to whether the long or the short game of whist is preferable—which is most a game of chance, and which affords the better scope for skill. It cannot be doubted that where the honours are scored in the short the same as in the long game, the former must be far the more gambling one of the two; but when the honours count only 1 and 2, instead of 2 and 4, it is equally evident that good play will tell better in short whist, because in it you must always be playing a special game, that is, either a bold or a very close one.

The chief charm of whist consists in its excellence as a compound of the game of chance and the game of skill. It is not so much the latter as to prevent an indifferent player sitting down with a better one, nor is it so entirely a game of chance as not to call for some exertion of intellect. The allowing the honours to score

four points, while the whole game amounts only to five, completely destroys this balance, and renders all mental exertion nearly ineffectual.

One word on the *morality* of card-playing, at least of *whist*-playing. Many people condemn it; but it seems to the Author too emblematic of the game of life to fail giving valuable instruction to all who practise it. It teaches us, in a very forcible and practical sort of way, that though fortune is a great deal, skill is still something; that though good cards may for a time carry all before them, yet careful play is sure to have its reward in the long run; and that perseverance will sometimes tell with poor cards against those that are better,—the player's part being vigilance, whether good or bad. (*a*)

(*a*) The pilot's part is vigilance, blow it rough or smooth.
Old Play.

A little attention to your fellow-players' game; a little caution in your own; usually following the suits led, and a due sense of responsibility when that duty falls to yourself; showing your honours only when they can with propriety be brought forward; using your trumps sparingly, but not niggardly, and not wasting your strength in idle cutting and ruffing; some consideration of your partner's circumstances as well as of those more particularly relating to yourself; with a little temper to meet the crosses that *must* occur;—these are some of the requisites in a whist-player —these are surely some of the virtues which make the wise and good man.

And if, after all, the play does go unfavourably, why, the player has at least the satisfaction of knowing that he did his best. This must be the poor author's consolation, for the *rubs* are going sorely against him, not that he plays an *ill* so much as an *unfortunate* game, he thinks;

—but of this let the reader judge. *Diamonds* are *trumps*, and he has absolutely none of them. Of *spades* he had *a very long suit* of *middling* strength—a *sequence of hearts*—and *a club or two*, with which last it was his game to remain tenace. With any support he might have done, but as it is, he is nothing but crossed,—plaguily crossed.

He led off *with a good heart*, which was natural and proper play;—judge his vexation when he found it *cut*;—not by his adversaries, for *they* could not have done it,—but by his excessively silly partner, who, it turned out, had no heart, and therefore thought it very fine play to cut those of others, without distinction of friends from foes.

He then did his best with his spades, but soon found he was playing *into other people's hands*; nevertheless he persisted, having no choice but them or *clubs*, which nothing short of absolute

necessity could induce him to have recourse to. That suit, however, he was at last forced to play at disadvantage, and of course made little of it.

He has nothing now left but his spades (for he will lead no more hearts), and what can he expect to do with them against a host of *trumps* and COMMANDING CARDS?

DEFINITIONS.

Deal.—This word has two significations: 1st, The distribution of the cards; 2d, The portion of time occupied in playing them all out once, as well as in receiving them; also, the joint act of so receiving and playing them.

Redeal,—A redistribution of the cards *by the same player.*

Hand.—This word signifies, 1st, The cards originally held by each player; and, 2dly, The cards held by all the four players; being in this sense used indifferently with *deal,* in the second signification of that word, as above.

Trick,—The four cards played each round by the respective players.

Lead,—The first card of a trick, or, more strictly speaking, the act of playing it.

Slam,—The whole thirteen tricks of a hand won by one party.

Rubber,—Majority of three games.

Rubber Game,—1st, A rubber consisting of one game, or rather a game which is made a rubber of; 2d, The third or determining game of a rubber.

Points,—The numbers put on the score marking the stages of the game and rubber respectively.

Score,—The register of the points.

Lurch,—The point *five* on the score of the long game, and *three* on that of the short game. When playing trebles, this is, or should be, called the second lurch, and the point *one* the first lurch.

Suits,—The four sets of which the pack of cards is composed.

Court Cards,—The aces, kings, queens, and knaves of the several suits.

Honours,—The court cards of the trump suit.

Trumps,—The suit of which a card falls to be turned up by the dealer.

Long Trump,—The thirteenth, or one remaining after the rest are out.

Loose Card,—A card which, from its inferiority and situation, cannot possibly make a trick.

Trumping, Ruffing, Cutting, (a) } Playing a trump upon a lead of another suit.

See-saw,—Partners trumping each a suit, and playing those suits to each other for that purpose.

Sequence,—Two or more cards of a suit in succession.

Tierce,—Sequence of three.

(a) This is cutting a suit. Cutting the cards consists in dividing the pack, either for the purpose of a check upon the shuffle or in lieu of drawing.

Terce-major,—Terce from ace.

Quart,—Sequence of four.

Quart-major,—Quart from ace.

Quint,—Sequence of five.

Quint-major,—Quint from ace.

Renounce,—The not following a suit led.

Reboke,—The not following a suit led, or leading a card or suit legally called, when in one's power.

Tenace,—The holding two good cards of a suit between which there is one of intermediate strength not held by you, as ace-queen or king-knave, and having to play after the adversary who possesses the intermediate one. (*a*)

Finessing—is, when holding the like cards, the playing the worser one, second or third hand, upon the chance of your left-hand adversary not having the intermediate one.

(*a*) This is the strict meaning, but every last player may be said to hold tenace.

Forcing.—Leading a suit of which your partner or adversary has not any, and which he must trump in order to win (*a*).

Bold Game, } For a precise idea of the mean-
Close Game, } ing of these terms, which will be found frequently used in the following pages, beginners are referred to that part of the maxims relating to the SCORE, page 66.

(*a*) Some people do not consider this term to apply unless the party actually trumps, but his being *forced* either to trump or to pass the trick it is imagined is its proper and generally understood meaning.

MODE OF PLAYING, SCORING, &c.

THE Game of Whist is played by four persons (*a*), two and two, the partners sitting opposite to each other. In cutting for partners the highest and the lowest are usually together; but this it is

(*a*) At least there must be four hands, though there should be but three persons, one of them playing the vacant hand in addition to his own; the former of which must be laid on the table, face upmost. This is called *dumby*. Or two may play together, each managing his partner's hand, which is called *double-dumby*. Playing double-dumby is an excellent way to learn the game, as it forces the party to trace the suits and to consider his partner's and adversary's hands, the neglect of which is the great error of beginners, who never think of attending to any cards but their own.

He who has the dumb partner usually gives a point of the game to the adversaries, when not playing trebles.

necessary to settle before you cut. He who cuts the lowest card (*a*) is to deal first, and the others after him as they sit in succession on the left hand.

Each player has a right to shuffle the cards before they are dealt, but it is usual for the elder hand and the dealer only.

The pack is then cut, or divided in two, by the right-hand adversary, and the dealer, after putting what was previously the lower portion uppermost, distributes the cards, one by one, with their faces concealed, to the players, in the above order of succession, till he comes to the last card, which he turns up, and leaves on the table until he has played to the first trick, and must take up before he plays to the second. This is called the trump-card, and all of that suit have a superiority or pre-eminence over the cards of the other suits.

After it is taken up by the dealer, to whom it belongs, no one is entitled to ask what card it

(*a*) In cutting, the ace is at all times held to be the lowest of the suit.

was, though inquiry may be made of his partner by either player, what is the trump-suit.

The person on the left of the dealer is the elder hand, and leads or plays first; the other three players following in the order in which they sit. This they are bound to do in the same suit if in their power; and in the event of either of them renouncing, or not following suit, his partner may caution him against revoking; in which case the trick should not be turned till the party reply 'he has none of that suit.'

Whoever wins the trick becomes elder hand, and leads again; and so on till the cards are all played out.

The tricks belonging to each party are usually collected and turned by the partner of the person who wins the first trick on each side, and must be arranged by him in such manner as that every one at the table may see how many each party has made; but none of the players are entitled to otherwise look at any of them, except the one last turned.

Before playing to a trick a player may call

upon the previous players to draw or point out the card each of them played, without unnecessarily speaking, however, as his tone even may convey a hint to his partner.

All above six tricks reckon as points towards the game.

The ace, king, queen, and knave of the trump-suit are called honours; and as many of them as one party have in their hands more than the other also reckon as so many points towards the game.

Tricks and honours have precedence on the score in the order in which they are made and played respectively. Should a player therefore at any time find in his hand sufficient honours to conclude the game in his favour, he of course throws them down at once without giving the adversaries an opportunity of making more tricks. When a party are at the point *eight* in the long or *four* in the short game, should either of the partners have two honours he may inquire of the other whether or not he has any, and if so, their game is made.

All conversation or communication to the partner during the deal, except as above mentioned, is prohibited.

The game is won by the party whose score first amounts to ten points in Long Whist, or five in Short Whist; and the rubber by the winners of two games out of three.

The honours are sometimes made to score the same in the short as in the long game, which makes a very gambling thing of it, considerably diminishing the already scanty room for skill. The scoring of honours, if not disused altogether in the short game, should be at any rate only in proportion to the score of the game—that is, *one* instead of *two*, and *two* instead of *four*.

There is no other difference between Long and Short Whist, except that the *halving* the score *doubles* the necessity of attention to the state of it during the play, and thus, in a certain degree, changes the complexion of the game.

A sum is staked upon the rubber, and another sum, usually half the former, upon each point of the rubber,—which points are calculated thus:

—If, when a game has been won by either party, the adversaries shall have scored five points and less than ten of the long game, or three and less than five of the short, it is called a *single* game, and the winners set up *one* point of the rubber, in addition to their one game. If the adversaries have scored one point, and less than five of the long or three of the short game, then it is called a *double*, and the winners set up *two* points of the rubber. And if the game shall be won without the adversaries having scored one point of the game, it is called a *treble* (*a*), and the winners set up *three* points upon their score of the rubber;—as it may be thus:

First game lost . .	3 points
Second game won	2 points
Third game lost . .	1 point
	4
Deduct	2 won in the second game
Balance	2 points
Rubber, equivalent to	2 do.
	4 say at 2s. 6d.—10s. lost.

(*a*) Trebles are oftener played in the short than in the long game, which is odd enough.

Or thus:

Won—one game .	3 points
Ditto ditto .	3 do.
	6 points
Rubber, equivalent to	2 do.
	8 say at 2s. 6d.—20s. won.

The points of the rubber should be paid for as lost, or they may be marked by the delivery of counters for the balance at the end of each game, and settled at the conclusion of the rubber.

The usual mode of marking the score of the game is with four counters,—thus:

1.	2.	3.	4.	5.	6.	7.	8.	9.
				0	0			0
0	00	000	0000	00	000	00	000	0
						0	0	0

making a single counter stand for *three* when placed above the line of the others, and for *five* when placed below.

Such is the prescribed mode of playing ;—the proceedings to be had in the event of any essential departure therefrom will be found in the following Laws.

LAWS.

OF DEALING.

1. If the cards be misdealt, the deal shall be lost, unless the adversary have touched the cards or caused the misdeal; in which latter case, however, the dealer cannot claim a redeal if he shall have turned up the trump-card.

2. If any card but the last be *turned up* in dealing, the adverse party, on naming it, may call a redeal, unless either of them have touched the cards. If turned up by the adversary, the dealer shall have the option.

3. If any card be *faced* in the pack there shall be a redeal.

4. If the last card reach the table with its face downwards, and the dealer or his partner cannot name it, the deal shall be lost.

5. The trump-card to lie on the table till the dealer play to the first lead, and * to be taken up before he play to the second, else it may be called, as any other card improperly shown.

6. If any one play with less than thirteen cards while the rest of the players have their proper number, the deal shall stand and the party suffer for any revoke he may have made. If either of the adversaries have the card or cards in which he may be deficient, the deal shall be lost; if the partner, then the adversaries have the option whether or not the deal shall stand, after consulting together.

OF SPEAKING, &c.

7. * ALL conversation after the trump-card be turned up is prohibited, excepting only as follows:

* The laws marked thus do not apply to a hand playing with a dumby, because they are intended to prevent any communication to the partner, and as in the case of a dumby there can be no gain by the error, there should of course be no loss.

Inquiry may be made and information given at any time what is the trump-suit.

Before playing to a trick any player may call upon each previous player to draw or point out the card he played.

Any one may demand a sight of the last trick.

In case of a player's renouncing, his partner may caution him against a revoke (*a*); in which case the trick should not be turned till the player reply, "I have none of that suit."

When at the point *eight* in the long and *four* in the short game, any one may call honours who has two of them.

8. • If any one during the hand shall instruct his partner as to his possession of any card or cards, or strength in any suit or suits; or if he

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(*a*) The object of the laws and penalties being merely to enforce the line of play set forth in the foregoing introduction, and to prevent any benefit arising to a player by his departing therefrom.

shall by word or sign, or hint of any kind, manifest pleasure or displeasure as to any card or suit that shall have been played, or hope or desire as to what shall thereafter be played, the adversaries are to have all the remaining tricks of that deal, including the one then playing. (*a*) (*b*)

(*a*) See exceptions, laws 10, 11, 14, 15, 16, 17, 18, 19.

(*b*) A single example will be sufficient to show the inadequacy of the penalty attached by former legislators to a breach of this law, (the loss of one point of the game.) Suppose yourself and partner to be at the score 0, or 4, or your adversaries at 0, 4, 7, or 9, and the following cards to be dealt to you, viz., three trumps, ace, king, and six of another suit, with single ones in the third and fourth. Should the smallest hint be given you that your partner is weak in trumps, you would of course lead from one of your single cards, to endeavour to save or win the lurch or save the game; but if you know that your partner has the command of trumps, *c'est tout-à-fait un autre chose*,—you obtain an all but certain *slam* through your long suit. Now so long as the law remains in its present state, one naturally says to one's partner, when under such circumstances as those above supposed, "Pray, Mr A., how are you off for trumps?" "Why really, my Lady B., I can't complain—I have, let me see, a tierce-major and two others." This communication ensures the game to the party, *with three points to spare*, *after paying*

OF CALLING HONOURS.

9. * No one may, after the trump-card has been turned up, remind his partner to call honours, under penalty of forfeiting a point of the game. Calling himself without having two, amounts to the same thing, and subjects him to the same penalty.

10. * Calling honours is a communication to the partner that the caller has two of them, and a call at any score but eight in the long and four in the short game may in strictness be considered to subject the party, by law 8, to a forfeiture of the slam; in this particular case, however, the reduction of a point from their score of the game, or addition of one to that of their adversaries, may be a sufficient preventive, if an option

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one for the question and one for the answer! And though your partner should happen to be *weak* in trumps and answer accordingly, the loss of the two points would not affect you at all, unless you could have saved your lurch by winning the odd trick, or the adversaries were below seven on the score.

be at the same time given to the adversaries to stand the deal or not, after consultation.

11. * If a player call or answer after he have played, the adversaries may demand a new deal, but not consult. (*a*)

12. * Having inadvertently called *two* honours is no bar to calling or showing *three*.

13. No circumstance unconnected with the game can be allowed to interfere with it; and * if any one (from having a bet on the odd trick or otherwise,) shall fail to call, or to answer his partner's call of honours when he should have done so, and the game be lost, he must pay his partner's share of the loss as well as his own. It is at least highly proper that all the players at the table be made acquainted with any bet or other circumstance influencing the play of either of them.

(*a*) The honours may, however, be scored, and the game closed, as soon as they are played or shown.

OF SEPARATING OR SHOWING CARDS.

14 * If a card be seen by an adversary, except when it falls to be played, he may call it at any time during the deal, upon a lead of the same suit, or he may call a suit for the succeeding lead, at his option.

15. * If the last player, before his partner have played, either show a card, or separate one from the rest, or put his hand upon it in a way to indicate that he intends playing that card, the partner may be obliged to play the highest or lowest he has of the suit, or, if he have none, then to trump it or not, at the option of the adversary who has to play third hand.

16. * If a player, upon an erroneous supposition that the game is won or lost, throw his cards upon the table with their faces upwards, he may not take them up again, but must play them as directed by his left hand adversary; in which, however, he may not be made to revoke.

OF PLAYING OUT OF TURN.

17. * If any one lead when he should not, he subjects himself to the penalty imposed for showing a card improperly.

18. * If any one lead again before his partner shall have played, the partner may be compelled to win the trick if he can.

19. * If the last hand play second, the second hand may be compelled to win or pass the trick, at the option of the third hand.

OF OMITTING TO PLAY TO A TRICK.

20. If one omit to play to a trick, his adversary may call a redeal, unless the adversary took up the incomplete trick.

OF THE REVOKE.

21. The penalty for a revoke, as established by Hoyle, and adopted by Payne, Mathews,

Jones, &c. and their followers, is "to have three "points added to the score of the adversaries, or "three tricks taken from the revoking party, or "three points taken down from their score, and "if up notwithstanding, to remain at nine, the "revoke taking place of any other score of the "game."

In fixing this penalty no principle of propriety seems to have been attended to. The object of every penalty, it must be observed, is to prevent an offender from profiting by his own breach of the law to which such penalty is attached. To effect this, it does not appear expedient or proper, in the case of an ordinary revoke, to touch any thing but *the score of the tricks in that deal*, it being through that score only that the party could possibly profit by making such revoke. The above-quoted penalty, however, while it interferes unnecessarily with the *score of the game* does not by any means answer its purpose, seeing that a player, if, by revoking, he can establish a long suit of his partner's, may possibly make six or eight tricks, and score as many points,

while in the early part of a game he would (even when detected) lose only three, or at farthest four.

Though an attempt to change the practice of half a century may be nearly hopeless, yet the urgent necessity of reform on this point, the propriety of setting at rest the doubtful question whether or not it is *fair* to make the revoke at will, and the expediency of putting the conscientious and the less scrupulous player on a footing respecting it, induce the author, in lieu of the above penalty, to propose as a law at once more mild and more effective, that *the revoker's adversaries shall have all the tricks of that deal made after the revoke, together with the one in which the revoke shall have been made.*

It is perfectly effective, since it is only upon the after tricks that the revoke could act beneficially to the party revoking; and it is peculiarly mild and appropriate, since it punishes in exact proportion to the benefit that might accrue from the offence. In the latter part of a deal little advantage could be derived from a revoke,

and slight punishment should, and by this law does attach; in the early part of a deal, when many tricks may be made by means of a revoke, a corresponding penalty is imposed;—where one trick only can be gained by revoking, one trick shall be forfeited by revoking;—where two may be gained, two shall be forfeited, and so on through the whole thirteen tricks.

Preventing the party from scoring their honours, which you do by obliging them to remain at nine when with them they might be game, is a gross and totally unnecessary injustice to the revoker's partner, if not to himself. How it comes to have been so long submitted to is matter of much wonder.

The penalty above proposed seems to be sufficient for a revoke in most stages of the game, but it does not provide, any more than the old law, against a player's choosing to make one *when he finds the game going against him at all events*, and so having an undue chance of saving it. It is evident in this case that the revoker

cannot be punished either upon the score of tricks or upon the score of the game, and that he can only with certainty be reached upon the score of the rubber. Some such law therefore as the following is submitted as necessary:—That *if a player shall be found to have made a revoke during a deal which shall, with the help of the penalty, conclude a game in favour of his adversaries, the revoker, together with his partner, who should have cautioned him against it in time, and who would have profited by its success, shall forfeit to their adversaries two rubber points.*

22. A revoke is not established till the party revoking or his partner have played again (*a*); but the card misplayed is liable to be called, &c. as a card improperly shown.

(*a*) Because no advantage could possibly accrue from it till then, and there should be no malice in the law; but when either of them has played again the other can judge whether the revoke is likely to lead to advantage, and if not, they might then be disposed to recall it.

23. No revoke can be claimed after the cards shall have been cut for a new deal.

24. If the party against whom a revoke be claimed, or his partner, mix the cards before the same shall have been settled, the claim shall be held, *ipso facto*, to be admitted.

OF THE SCORE.

25. No addition to the score shall take place after the trump-card be turned up.

26. If one party shall then be found to have scored too many, the other may reduce it and add the difference to their own.

CONTRACTIONS USED IN THE MAXIMS.

P. stands for the player's partner.

R. . . . . his right-hand adversary.

L. . . . . his left-hand adversary.

MAXIMS.

LEAD PRIOR TO HAVING HAD AN OPPORTUNITY OF SEEING HOW THE CARDS LIE.

WHAT SUIT TO LEAD.

Trumps under any of the following circumstances:

If you have six or more of them, (or five, should an honour be among them,)—on the supposition that P. has a long or a strong suit,—unless you are entirely deficient in one suit, or have occasion to play a close game. (*a*)

If you have a very long or very strong suit yourself, or if generally strong in your hand, though weak in trumps,—in hope P. may command trumps, especially if he dealt—unless playing a close game.

If you have a single small trump and no chance of a ruff.—P.'s return will bring out two for one.

If your trumps are honours without tenace, and no probability of a ruff,—to strengthen P.'s hand.

(*a*) Payne tells us never to trump out with a bad hand, though strong in trumps, as it is only serving the adversaries' good cards. Certainly you should not if you have a chance of a saw; but otherwise no possible harm can be done by leading trumps, while it ensures to you the power of re-introducing P.'s long suit, (for he must have one,) after you have brought out the trumps.

Original Lead.

If you have an unguarded honour,—for both these reasons.

If from the calling of honours, from the state of the score and of your own hand, you know that P. must have two honours,—provided you have no probability of a ruff.

If you have no other eligible lead,—being safest, except when playing close.

Long suit (*a*),—if strong in trumps.

Sequence,—of three or more from an honour, or even from a ten or nine.

Single card,—if weak in trumps, or playing a close game.

Strong suit (*a*).

WHAT SUITS TO AVOID LEADING.

Suit with tenace, and the further from tenace the better the lead, ace-ten being better than ace-knave, and ace-nine better than ace-ten.

Suit with king but once guarded.

An unguarded ace, and much more an unguarded king, queen, or knave, except in trumps, unless it be to establish a see-saw or P.'s suit.

Suit with ace, when strong in trumps, unless your long suit.

Weak suit.

(*a*) A suit with king is much preferable to one of the same length with queen, because it is 2 to 1 that L. has not ace, but 5 to 4 that he has either ace or king.

Original Lead.

WHAT CARD OF A SUIT TO LEAD.

SUITS.	LEADS (*a*)	
	IN TRUMPS.	IN OTHER SUITS.
Sequence, . . .	Highest, unless a trump-card or the sequence is a quint.	Highest, except when up to king or queen. (*b*)
Ace or king, and sequence from ten, .	Ten, and finesse afterwards with the nine.	Same.
Ace, king, queen, and another trump, with a long suit, .	Play two rounds of trumps, and then your long suit till it is established. (*c*)	
Ace, king, knave, and 3 others, . .	Ace and king, unless P. turned up queen or ten, in which case begin lowest.	Ace, and then trumps, and upon return of the suit finesse with the knave, unless the strength in trumps is decidedly against you, or you are playing a close game.
Ace, king, knave, and 2, and P. dealt, .		
Ace, king, knave, and 1, or 2, ...	If P. turned up queen or ten, or L. turned up queen, lead small the 1st round. If R. turned up queen, lead ace and change suit to preserve ten-ace against him. Otherwise lead ace and finesse, unless you have a great suit, then do not wait the finesse.	

(*a*) Subject to variation from the calling of honours.

(*b*) To give P. a better chance of ruffing the ace, which may be in L.'s hand, and would not be played by him the first round upon any thing but the king or queen.

(*c*) That is, till the superior cards in that suit are out.

Original Lead.

SUITS.	LEADS	
	IN TRUMPS.	IN OTHER SUITS.
Ace, king, and 5, .	If P. or L. turned up queen or knave, lowest. Otherwise highest.	Ace, and then trumps unless short in them and playing a close game.
Ace, king, and 4, and P. dealt, . .		
Ace, king, and 4 or less, ...	Lowest.	If strong in trumps —low. If weak—high.
Ace, queen, knave, &c.	Ace and queen, unless P. turned up king or ten. (a)	Ace.
Ace, queen, ten, .	Queen.	Queen.
Ace, queen, ten, and 1 or 2, . . .		
Ace, queen, ten, and 3, . .	Queen.	If weak in trumps or playing a close game, ace. Otherwise queen.
Ace, queen, ten, and 3, and P. dealt without turning up an honour, .	Ace.	
Ace, queen, ten, and 4 or more, . .	Ace.	
Ace, knave, &c. .	Small.	Small.
Ace, ten, &c. . .		

(a) Payne says knave, but apparently without sufficient reason.

Original Lead.

SUITS.	LEADS	
	IN TRUMPS.	IN OTHER SUITS.
Ace and others, .	Lowest.	Lowest.
Ace and 1, . .	Ace first.	If for a ruff, ace first.
King, queen, ten, and 3, ...	King, unless P. turned up ace or knave, and then queen.	Same.
King, queen, ten, and 2 or less, . . .	If P. turned up ace or knave, or L. turned up knave,—small. If R. turned up knave—king, and preserve tenace against him. Otherwise king, and finesse, unless you have king, queen, ten, and 2, with a good suit, then do not wait the finesse, especially if P. dealt.	King.
King, queen, and 5,	If P. turned up ace or knave—small. Otherwise king.	
King, queen, and 4, and P. dealt, .		
King, queen, and 4 or less, . . .	Lowest.	Lowest, if strong in trumps. Otherwise king.
King, knave, and ten,	Ten, unless P. turned up queen.	Ten.
King, knave, ten, and 1 or more, . .	If P. turned up ace, queen, or nine,—small. Otherwise ten.	Ten.

Original Lead.

SUITS.	LEADS	
	IN TRUMPS.	IN OTHER SUITS.
King, knave, nine, &c.	Knave.	Knave.
King, knave, &c. .	Low.	Low.
King, ten, and 2 or more, . . .		
King, and 2 or more,		
Queen, knave, nine, &c.	Queen.	Queen.
Queen, knave, nine, and 2, with a good suit, ...	If P. turned up ace —low. Otherwise highest, and do not wait to finesse, especially if P. dealt.	Queen.
Queen, knave, and 2 or more, . . .	Lowest.	Lowest.
Queen, knave, and 1,	Highest.	Highest.
Queen, ten, eight, &c.	Ten.	Ten.
Queen, ten, & others,	Lowest.	Lowest.
Queen and 3, . .		
Queen and 1 or 2, .	Queen.	Queen.
Knave, ten, eight, and 2 with good suit,	Knave, unless P. turned up an honour, or the nine; and do not wait to finesse, especially if P. dealt.	

Original Lead.

SUITS.	LEADS	
	IN TRUMPS.	IN OTHER SUITS.
Knave, ten, and 3 or more, . . .	Lowest, if a strong suit. Otherwise knave.	Same.
Knave, ten, and 1,	Highest.	Highest.
Knave, nine, seven, &c.	Nine.	Nine.
Knave and 3 or more,	Low.	Low.
Knave and 1 or 2, .	Knave.	Knave.
Suit without honour or sequence, . .	Highest of three or less, and lowest of four or more.	Same.

It is good to lead through a king, and more particularly through queen or knave, especially if you are strong in the suit (*a*), and bad to lead up to them.

Demonstrate your hand to P. as much as possible, unless you find that he is weak, in which case play an obscure game.

(*a*) Hoyle objects to leading through an honour unless you have an honour yourself, because, should P. have none, R. will return the game upon you; and Payne considers it 'dangerous without strength in trumps,' probably on the same account. This is surely sacrificing a certain gain to a possible loss, which loss, if it does occur, can do no more than balance the certain game.

Original Lead.

Show him strength in trumps if you have it, in order that he may keep his strong suit entire, otherwise, if adversaries strong in trumps, he will keep guard on their suits, and discard from his own.

Show him your strong suit, if you have one, before leading trumps.

Tierce-major—begin with the highest, that you may not deceive him

LEAD RECOVERED OR ACQUIRED AFTER THE DEAL HAS PROCEEDED SOME WAY.

Push trumps,—unless refused by adversary,

Particularly

- If you have a great hand.
- If you had four or five trumps, and find reason to believe P. has a long or a strong suit.
- If refused by P. and you can get two for one; but in this case do not part with the last one, if by so doing you lose the lead.
- If P. refuses a winning card.
- If adversaries are weak in trumps or other suits.
- If you hold the best of the remaining trumps, unless adversary has three or more.
- If you have a trump and a tenace, only remaining cards.
- If remaining trumps with you and P. and you have no winning card,—to give P. the lead.

Recovered Lead.

If no game of your own, assist P.'s.

Return his lead,

Except { When you gain it with queen, not trumps.
When it was forced or equivocal.
When it was through an honour.

With the highest of three or less of ordinary suits, even though a king (*a*), and the lowest of four or more unless sequence. In trumps with the highest unless quint or more.

Do not return adversary's lead, unless it failed and you have no game of your own, or P.'s. It is advantageous to lead through the strong suit, and up to the weak, except in trumps when not strong in them.

If you have the best card and one or more others of L.'s lead, return small, especially in trumps, and in other suits when strong in trumps.

When L. leads king, to finesse knave, and you have queen, &c. return small.

(*a*) There is not a more common error with bad players than returning a lead with a low card;—nor one more fatal—it is far better not to return it at all, because the most general and most important object of a lead is to have one's suit *strengthened*, whereas returning a small card *weakens* it, and is justifiable only when it happens to be your own long suit, as in that case you may conclude the deal to have been from a single card.

Recovered Lead.

Do not lead to adversary's renounce, unless he refused to trump, and never to renounce of both adversaries at once; it enables the weak hand to ruff, and the strong to throw away his losing cards.

If L. and P. both renounce to the same suit, should you have the commanding card of the suit L. throws away from, lead it prior to continuing the force.

Nor to P.'s renounce,

Except

When he leads for it.
When he has been forced, and did not trump out.
When by any other means you know his hand is weak, particularly in trumps.
When strong yourself in trumps.
When great strength in trumps declared against you.
When P. has a chance of an over-ruff.
When you can establish or preserve a see-saw.

If P. renounces, and you have a single card in another suit, play it before forcing him,—for the saw, or, failing that, to establish his suit.

If you are strong in trumps, and have the commanding card of adversary's suit, force P. with small ones of that suit.

If you have the remaining trumps in your hand, or between you and P. with some winning cards and a losing one, play the losing one, because L. may finesse, and P.'s card possibly make the trick.

SECOND HAND.

Play the lowest you have of the suit, except in the following cases:

Exceptions.

- Of a sequence play the highest, unless the trump-card and P. led trumps.
- When you have the best of the suit, put it on second round if P. failed in the first and you are weak in trumps. (*a*)
- When you led from king, and R. wins with queen and returns the suit, play king. (*b*)
- When you have the card immediately above and immediately below the card led, play the former.
- With ace, king, and two others,—
  - If strong in trumps, either pass it first time, or play ace, and continue suit to force P.
  - If weak in trumps, play ace (*a*) and change suit.
- Ace, queen, knave, &c. play queen or knave.
- Ace, queen, ten, with or without others, play ten.
- Ace, queen, and one other, and weak in trumps, or playing a close game, play queen. (*a*)

(*a*) Because, if weak in trumps, you are to make your tricks early, otherwise you run the risk of your good cards being lost.

(*b*) Because L. must know that P. has not the king, and would therefore finesse against you with the knave or ten.

Second Hand.

Ace, queen, and two or more,—

Knave led, play ace if weak and small if strong in trumps, (*a*)—as R. would not have led from king, knave, &c.

Otherwise, play small (*b*) unless weak in trumps (*a*), or you want the lead, or are playing a close game, in either of which cases play queen unless the score requires ace.

Exceptions.

Ace, knave, ten, and another,—in trumps play ten, in other suits low, as in them R. would have led king or queen if he had them both.

Ace, knave, &c.—See note (*a*) page 47.

King, queen, ten, &c.—play queen, and finesse ten afterwards.

King, queen, and two others,—Queen if weak and small if strong in trumps (*a*).

Queen, knave, and two or more,—Knave if weak and small if strong in trumps (*a*).

(*a*) See note (*a*) page 57.

(*b*) Hoyle, Thomson, Bob Short, &c. advise queen, but it is nearly two to one in favour of L. or P. having king; and should R. have led from king, it is surely proper to preserve tenace against him.

Second Hand.

With three or less of a suit,

Put honour on an honour (*a*), except ace on knave; and except with ace, knave, and another of unplayed suit, pass the king, and more particularly the queen. (*b*)

Exceptions.

Ace, king,	and another,	play ace or king.
King, queen,		play queen.
Queen, knave,		play knave.

Ace, queen, &c.—See next page.

Honour once guarded, play king invariably if turned up, and generally in trumps, and for the most part in other suits also (*c*);—never queen or knave,

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(*a*) If taken, you draw two for one.

(*b*) Payne tells us with ace, knave, &c. to put ace on king, for it cannot do the adversaries a greater injury; but it is to be observed, that king (not trumps) is likely to be led only from king, queen, ten, and others, and by passing the king you retain both the command and the tenace. If it be your strong suit as well as P.'s, and you have strength in trumps, it is of the utmost consequence to keep the upper hand in it, unless playing a very close game.

(*c*) This has always been considered a doubtful point. Mr Payne says it should at all times be passed; but the following considerations seem to lead to the conclusion that the king should in most cases be put on: First, The lead must be either from queen, &c. from sequence, from a numerous suit, from ace, or from a single card. If from ace or single card, it is plain it would have been better to have put on king first round, and if from either of the other suits, L. with ace-queen or ace-knave, would probably finesse against you. Secondly, As you have only two of

Second Hand.

Exceptions.

unless superior honour turned up by R. Of course never the ace (*a*).

When you can preserve tenace to yourself in another suit by throwing away a good card.

When you can preserve tenace or command to P. in that or another suit by playing high.

When none of suit led, generally let it pass, especially if you have a losing card to throw away; except when weak in trumps, or P. or adversary decidedly strong in them, or to stop or establish a see-saw, or stop adversary's strong suit before his P. throws away his losing cards.

Thirteenth card, let it pass, except when weak in trumps, or P. or adversary decidedly strong in them, or you are very desirous of the lead, or have the worst of two only remaining trumps.

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the suit, somebody must be more or less strong in it. If P., then you should decidedly have played king, both to strengthen his game and to prevent your stopping his suit. If either adversary's strong suit, then, as you cannot retain the command of it yourself, you should do your best to enable P. to do so. Finally, Should the lead have been from a single card, L. and P. must have no less than 10 cards of that suit between them; in which case it is of the last consequence to draw the strength out of L.'s hand at once, and to preserve it to P. Upon the whole, it seems decidedly proper in most cases to play out a once-guarded king second-hand.

(*a*) Payne excepts an ace *turned up*.

THIRD HAND.

Play the highest you have of the suit, except in playing a sequence, or in finessing, or by parting in certain circumstances with a commanding card or tenace.

Exceptions.

- Sequence—play lowest, unless a trump card, and return highest.
- Finesse (*a*) boldly in trumps always; in other suits only when strong in trumps (*b*), or to gain a particular point, or the odd trick.
  - Ace, queen, and no other,—Ace, and return queen (*c*).
  - Ace, queen, and 1,—Play queen, and when trumps are out, the ace, and then the small one (*d*).

(*a*) Mr Payne tells us never to finesse third hand, considering it more advantageous, it is presumed, for P. to finesse in his own suit himself; but this seems a slight and doubtful advantage, while that of finessing in the first round, in preference to the second, is a very palpable and decided one.

(*b*) See note (*a*), page 57.

(*c*) Because you should do your best not to keep the command of P.'s suit, and if he should happen to have led from a single card, then it is as well to make the ace first round, particularly for a close game.

(*d*) Both on the principle of the finesse, (it being 2 to 1 against L. having king, independent of the probability of P. having led from it,) and because it is essential to retain a small card of P.'s suit to return him after trumps are out.

Third Hand.

Exceptions.

Ace, queen, and 2,—Queen, and return ace, unless strong in trumps and P. led an equivocal card, in which case do not return the lead.

Ace, queen, and 3 or more,—If strong in trumps, queen, and return small (*a*); if weak, ace, and return queen.

Ace, knave, ten,—Play ten in trumps, also in other suits, (particularly if a forced lead), unless you are weak in trumps and playing a close game.

Ace, knave, and another, not trumps,—Pass P.'s ten.

Honour (except ace) more than once guarded,—Pass P.'s nine or ten, except with king when weak in trumps and playing a close game.

Pass the two first rounds,

In trumps, when you have an ace or king and 3 or 4 others with a commanding suit.

In another suit when you have ace or king and 3 or 4 with command in trumps, especially if you have any thirteenth or other commanding card or cards to bring in.

(*a*) Because, if you are so strong in the suit, it is probable P. is leading from a single card for a ruff, which you should give him if you are strong in trumps yourself, and even though he should be leading from king, still as his strength in the suit cannot be supposed to be so great as your own, it ought to be made subservient to yours.

Third Hand.

Exceptions.

Preserve tenace when expedient, as may sometimes be the case with your adversaries' suits, or, in particular circumstances, to ensure the odd trick; of which latter the following nice example is given by Mr Mathews:—When there is one suit only remaining, of which you have king, ten, and another,—if you have six tricks play the ten, (unless an honour should be played by R.) which makes you *certain* of the *odd trick*; but if you have only five tricks made, then play king, by which you may probably score *two* tricks.

In ruffing,—be guided by P.'s intention if he is a good player.

Thirteenth card and most trumps unplayed, he means you to trump high, to strengthen his game.

Do not ruff second-best card or uncertain lead if strong in trumps, unless P. evidently intends it, or L. has shown decided strength in trumps, or it will establish or preserve or stop a see-saw,—nor, on any account, omit doing it if weak in trumps.

Use the worst of two remaining trumps the first opportunity, unless you know that neither adversaries has the other.

Take care not to keep a card that will stop P.'s suit, but always retain a small card to return to him after trumps are out, even though it should oblige you to throw a king to his ace, or put an ace upon his king.

LAST HAND.

Take the trick if you can,—except by parting in certain circumstances with trumps or tenace or a commanding card, as in the following examples:

Exceptions.

- Ace and 3 or 4 other trumps—Do not win two first leads, (if adversary's originally,) unless P. ruffs some other suit, and not then if you have a commanding suit.
- Ace or king and 3 or 4 others, with command in trumps, } pass the two first rounds.
- Ace and 2 the command in trumps, and a thirteenth card, or other commanding card or cards to bring in, } pass the two first rounds.
- Ace, knave, and another—Do not win king or queen first round in trumps, nor in other suits, unless weak in trumps and playing a very close game.

Ace, king, &c.—Win with ace and return small, unless you are weak in trumps and have occasion to play a very close game.

Sequence,—Win with the highest, and lead lowest afterwards, to show P. what you have, if P. is strong in his hand, but if the strength is all between you and your adversaries, play obscurely.

You may take P.'s trick if very desirous of the lead, to give him the tenace or otherwise.

GENERAL TO ALL THE HANDS.

Keep the commanding card of your adversary's suit for the third round if you have a long or strong suit with tolerable strength in trumps, and generally if strong in trumps unless you are playing a close game,—but never on any account that of your partner, not merely because it is valueless, but because it may do irremediable injury in stopping his suit.

Keep the command in trumps, if you have four or more of them with a long or strong suit.

Discard from adversaries' suits if you are strong in trumps, but if weak keep guard on them: also from P.'s, if you have a strong suit of your own to bring in, together with strength in trumps, or if, by so doing, you hope to establish a saw; otherwise you should reserve a small card of P.'s suit to return to him when trumps are out.

Sacrifice every thing to a saw (if you can calculate upon its continuance), except a decided command of trumps with a very long suit, in the early part of a game, or when you are behind hand on the score.

SCORE.

Your first attention must be to win the game yourself, then to stop your adversary from winning it—then to save or win the lurch—then the odd trick—then the point *eight* in long or *four* in short whist. If neither of these be immediately at issue, play to the score.

For the odd trick, play a closer game than otherwise—lead from single cards,—force P. more freely,—seldom finesse, or lead trumps.

If you have a good hand in the early part of a game, or If the adversaries are considerably advanced before you on the score, } play a bold game, otherwise a close and cautious one.

Do not call honours when, from adversaries' score and your own hand, it is unlikely they can save their lurch or win the game; but you had better play them out early, so as to get them scored as soon as possible.

Score.

In taking the penalties of a revoke attend to the score.

The score 8 is preferable to the score 9.

When the succeeding deal will fall to you or P. you should risk a trick or two, if by so doing you can hope to conclude the game with the existing deal; but if the next deal belongs to the adversary, you may then risk something to detain the game, the deal being particularly advantageous in the early part of a game.

DEMONSTRATION OF HANDS

NOT COMPREHENDED IN THE FOREGOING MAXIMS.

The dealer should keep the trump-card in preference to the one above it if his partner lead trumps, and throw it in preference to the one below it if his adversary does. If a poor card, he may keep or discard it in preference to all other poor trumps.

If your left-hand adversary dealt, you may, by calling before your partner leads off, direct him (failing his ability to answer) to trump out with his best.

A lead from nine, ten, or knave, must be either from a sequence, from a single card, or from best of a weak suit not exceeding three in number. If an original lead, and you know from your own hand, or from the turn-up card, that it is not from a sequence, upwards or downwards, it is most likely to be from a single card.

Demonstration of Hands.

Give special attention to the calling of honours. No one will call, though at the point 8 in the long or 4 in the short game, when the adversaries are at any score but 0, 4, or 9, unless he be weak in his own hand, which is not likely to be the case if he have two honours. So that, when parties are at these particular points, you know where the honours lie, and when the one party is at 8, and their opponents at any other than 0, 4, or 9, you may form a pretty good guess as to the general strength of the several hands.

If R. call honours, finesse with the nine.

If L. fail to call honours when, from the state of the score, he might be expected to call if he had them, finesse with the ten.

He who refuses to ruff must be strong in trumps. If he throw away a court-card he must have great strength in trumps and a very long suit. Should this be done by your partner, trump out the moment you have the lead, which you should exert yourself to get; if by an adversary, make your tricks while you can, finesse only in trumps, avoid leading his suit or trumps, and endeavour to force him and also your partner.

So long as there is any strength in P.'s hand, you must take great care not to mislead him; but if the game lies be-

Demonstration of Hands.

tween you and your adversaries, then play as obscurely and deceptively as possible.

Close attention must be given to what is originally discarded by each player, and whether at the time the lead is with his partner or adversary. When with the former, it may be taken as a fair demonstration of the player's hand;—when with the latter, it is most probably intended to deceive.

TABLE OF ODDS.

Odds for or against either fellow-player having a certain card or cards not in the party's own hand.

2 to 1 against his having	1
17 to 2 against his having	2
5 to 4 in favour of his having	1 or both of 2
31 to 1 against his having	3
3 to 1 against his having	2 or more of 3
5 to 2 in favour of his having	1 or more of 3
against his having	4
against his having	3 or more of 4
3 to 2 against his having	2 or more of 4
4 to 1 in favour of his having	1 or more of 4

Odds for or against either player's hand of trumps, before any of them are seen.

	Dealer.		Non-Dealer.	
1 trump or more, ——			57 to 1	in favour of.
2 ——	39½ to 1	in favour of.	7⅜ to 1	do.
3 ——	5⅔ to 1	do.	13 to 7	do.
4 ——	7 to 5	do.	7 to 4	against.
5 ——	2⅔ to 1	against.	6⅓ to 1	do.
6 ——	8 to 1	do.	26⅝ to 1	do.
7 ——	44 to 1	do.	163 to 1	do.
8 ——	317 to 1	do.	1567 to 1	do.
9 ——	3710 to 1	do.	25457 to 1	do.
10 ——	77065 to 1	do.		

THE END.

Oliver & Boyd, Printers.